

FIG. 1A
Background Art

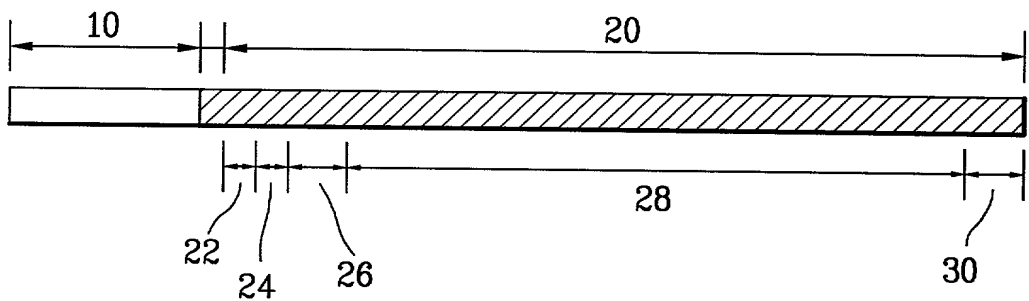


FIG. 1B
Background Art

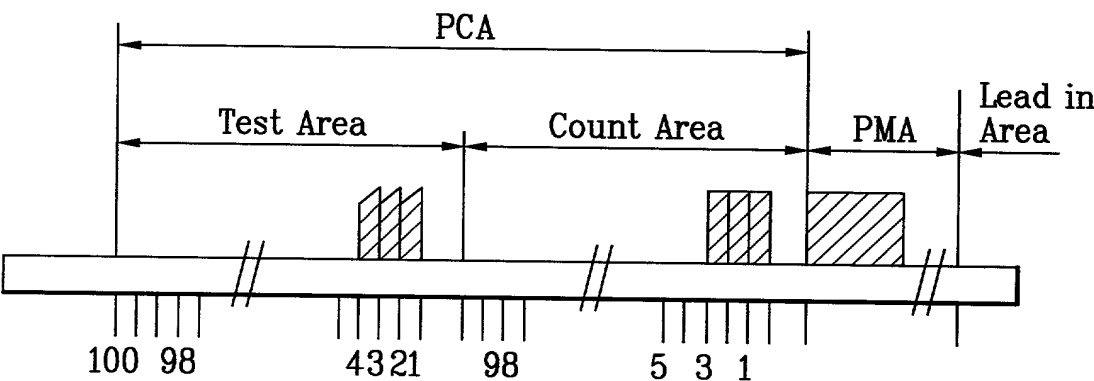


FIG. 1C
Background Art

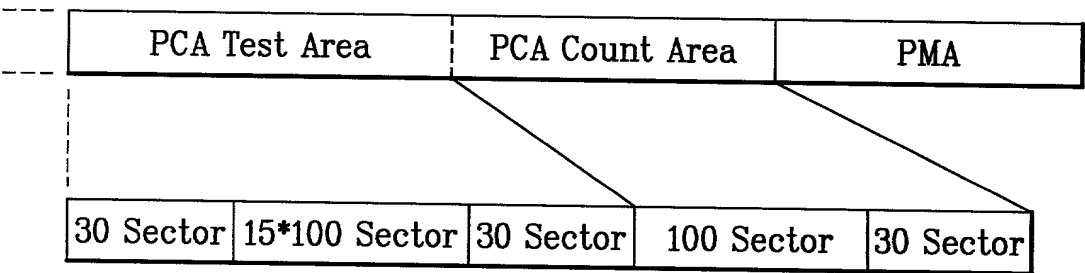
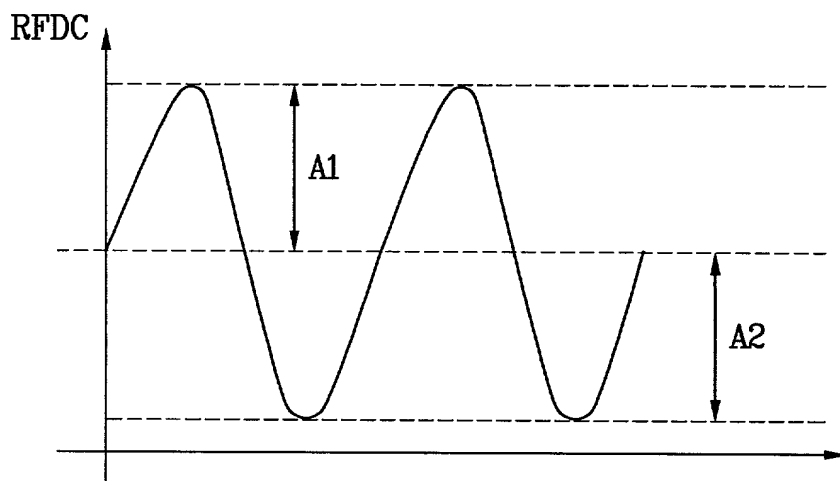


FIG. 2
Background Art



$$\beta = \frac{|A_1| - |A_2|}{|A_1| + |A_2|}$$

FIG. 3
Background Art

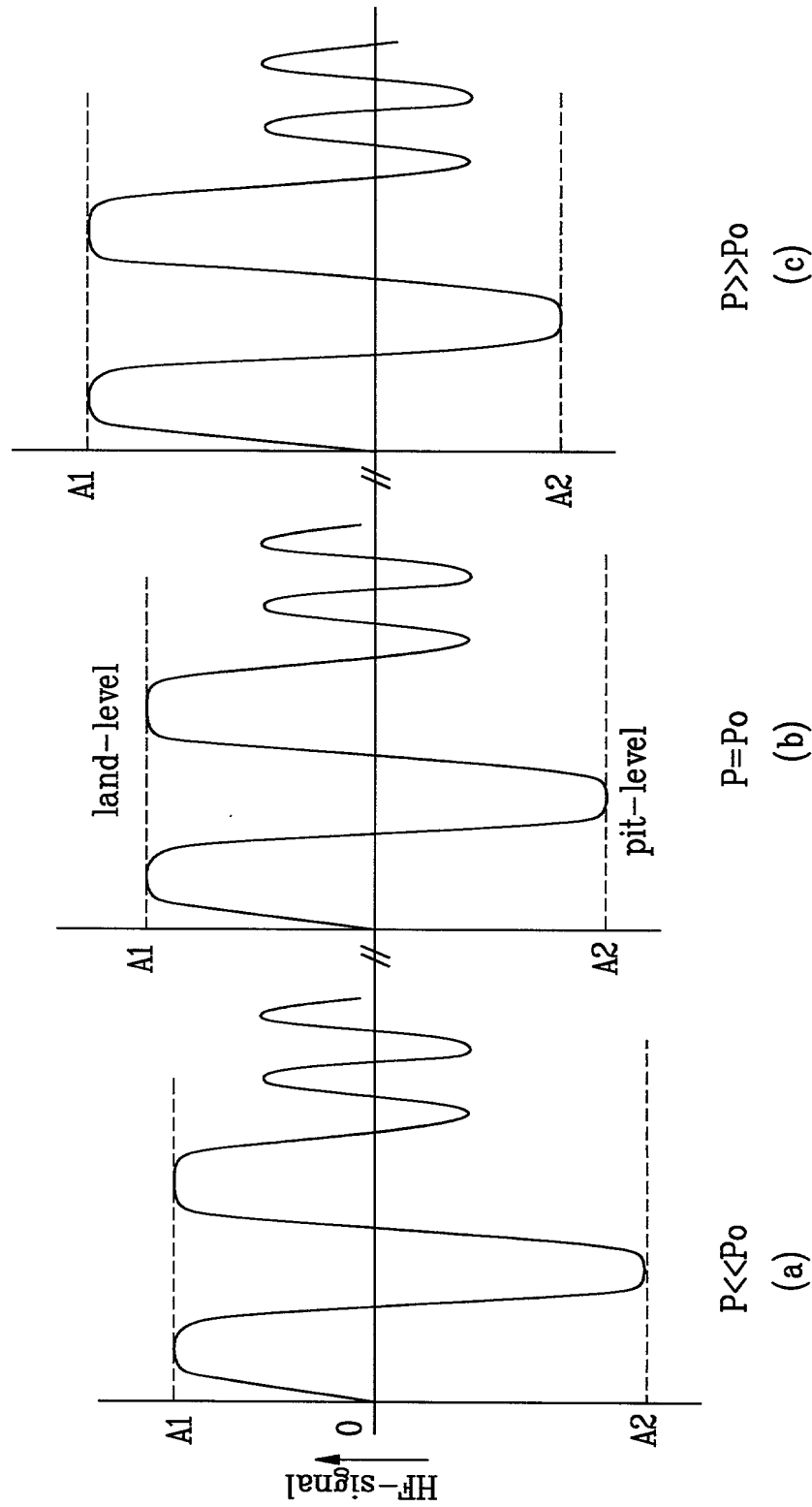


FIG. 4 "2521550"

FIG. 4
Background Art

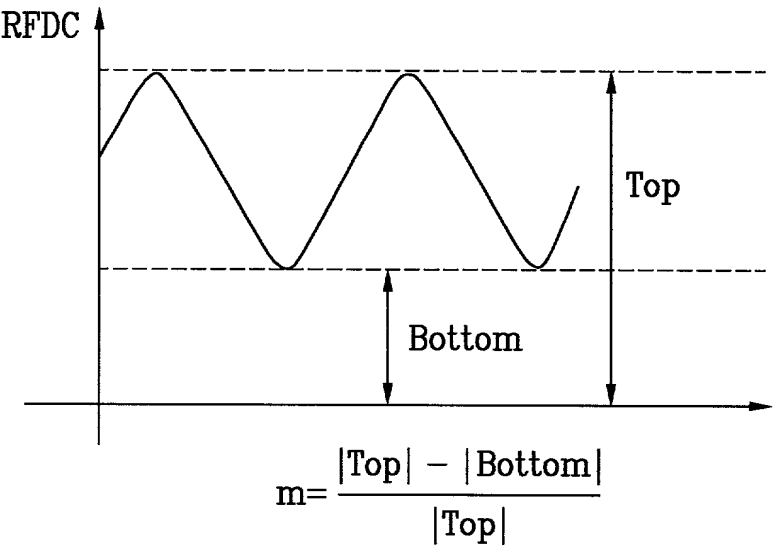


FIG. 5
Background Art

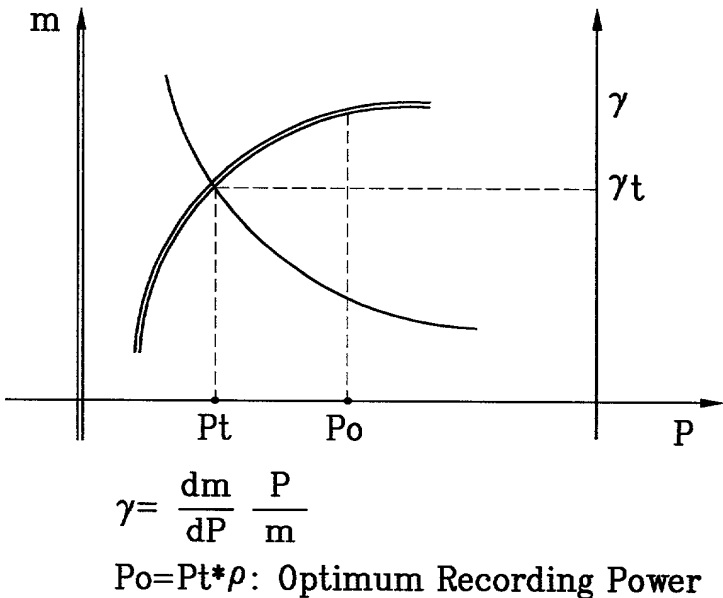


FIG. 6A
Background Art

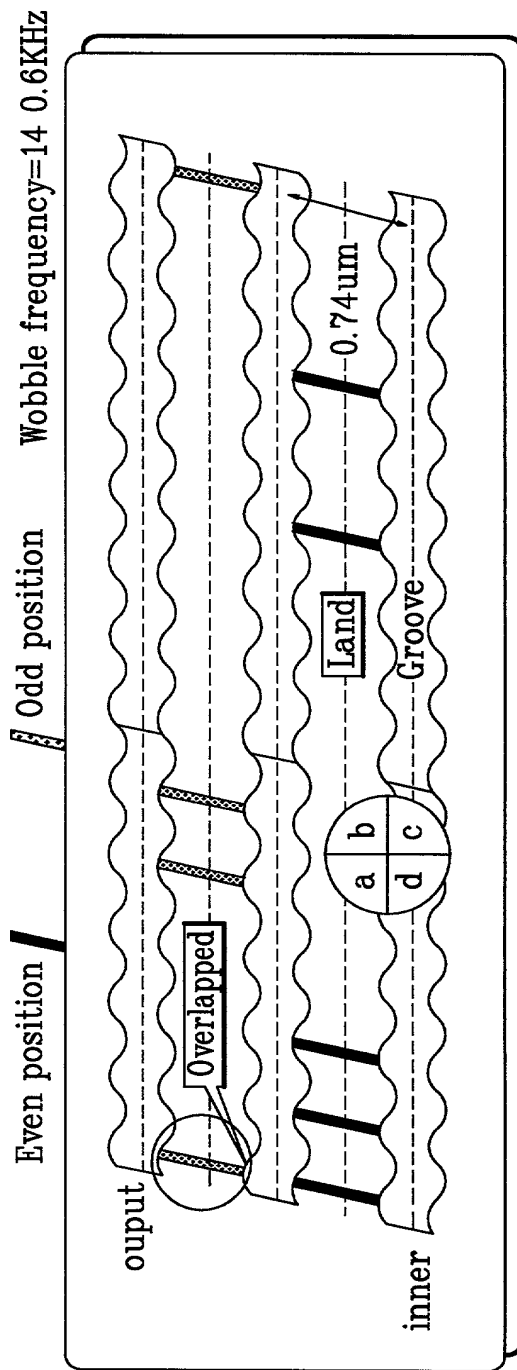


FIG. 6B
Background Art

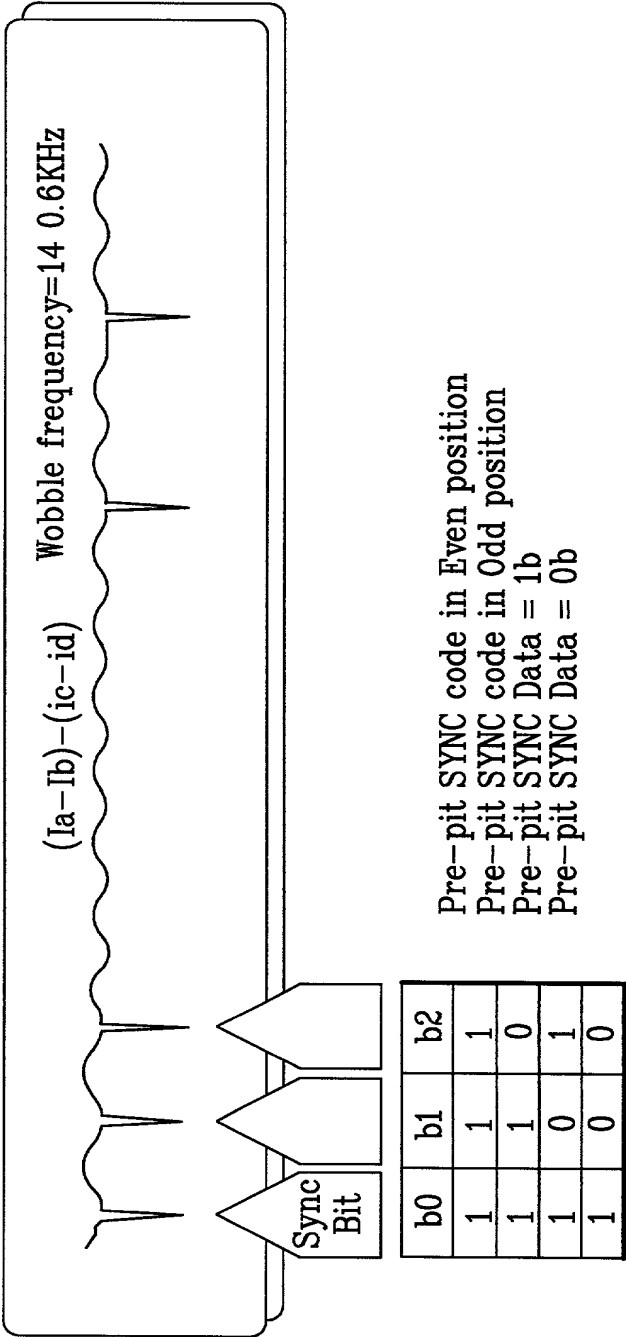


FIG. 7A
Background Art

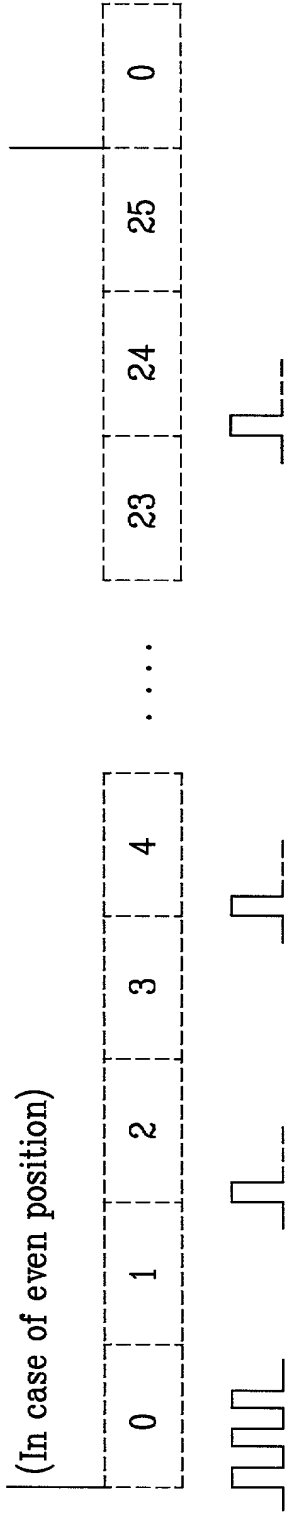


FIG. 7B
Background Art

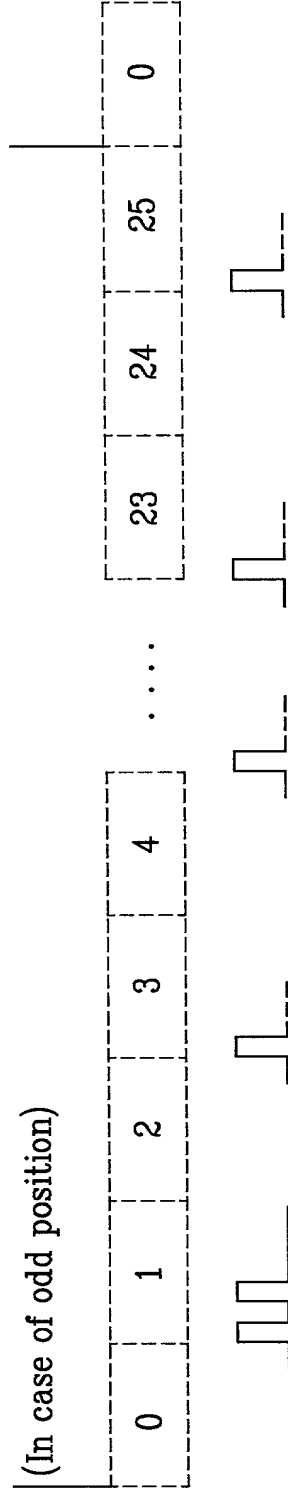


FIG. 8

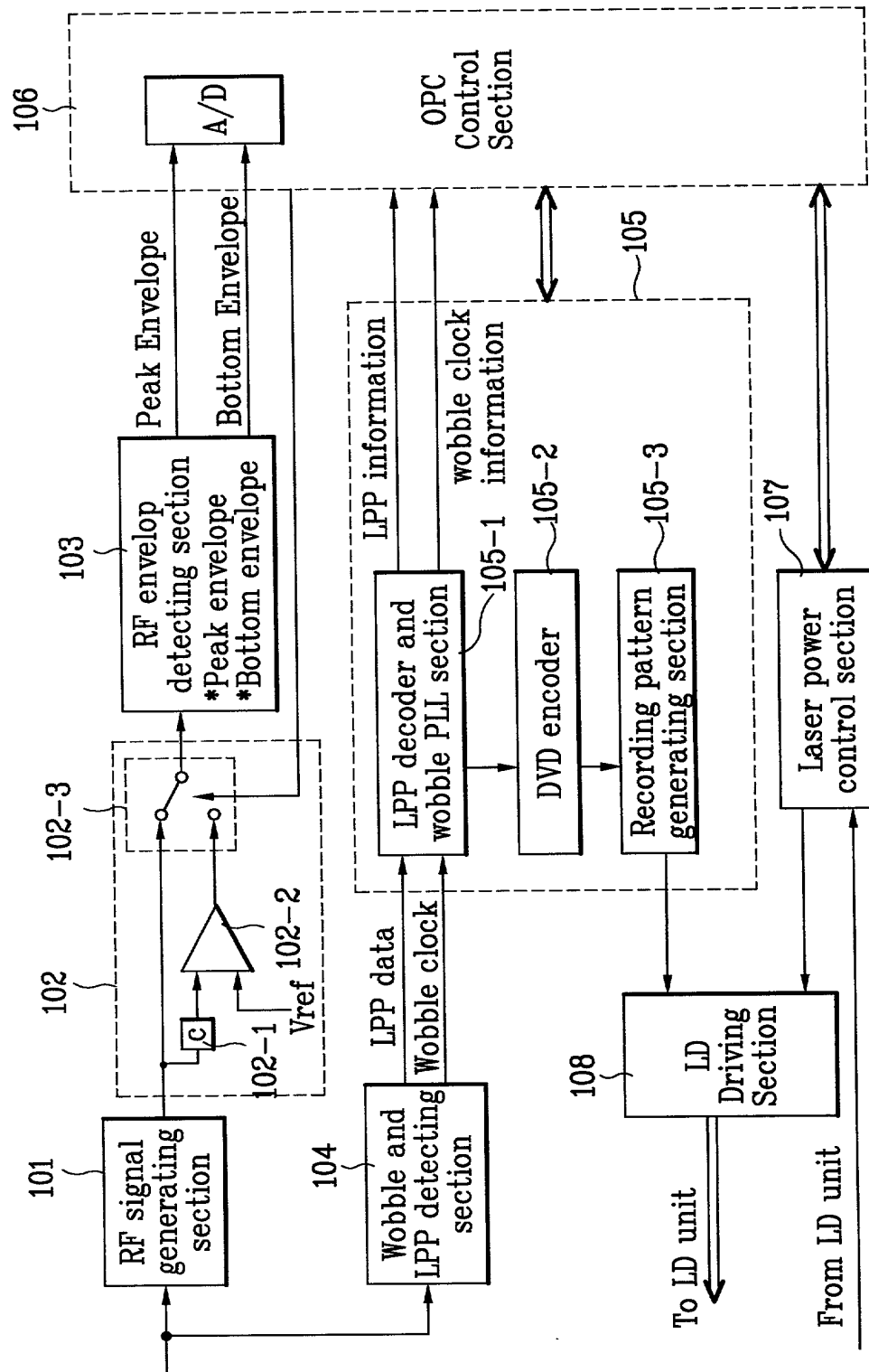


FIG. 9

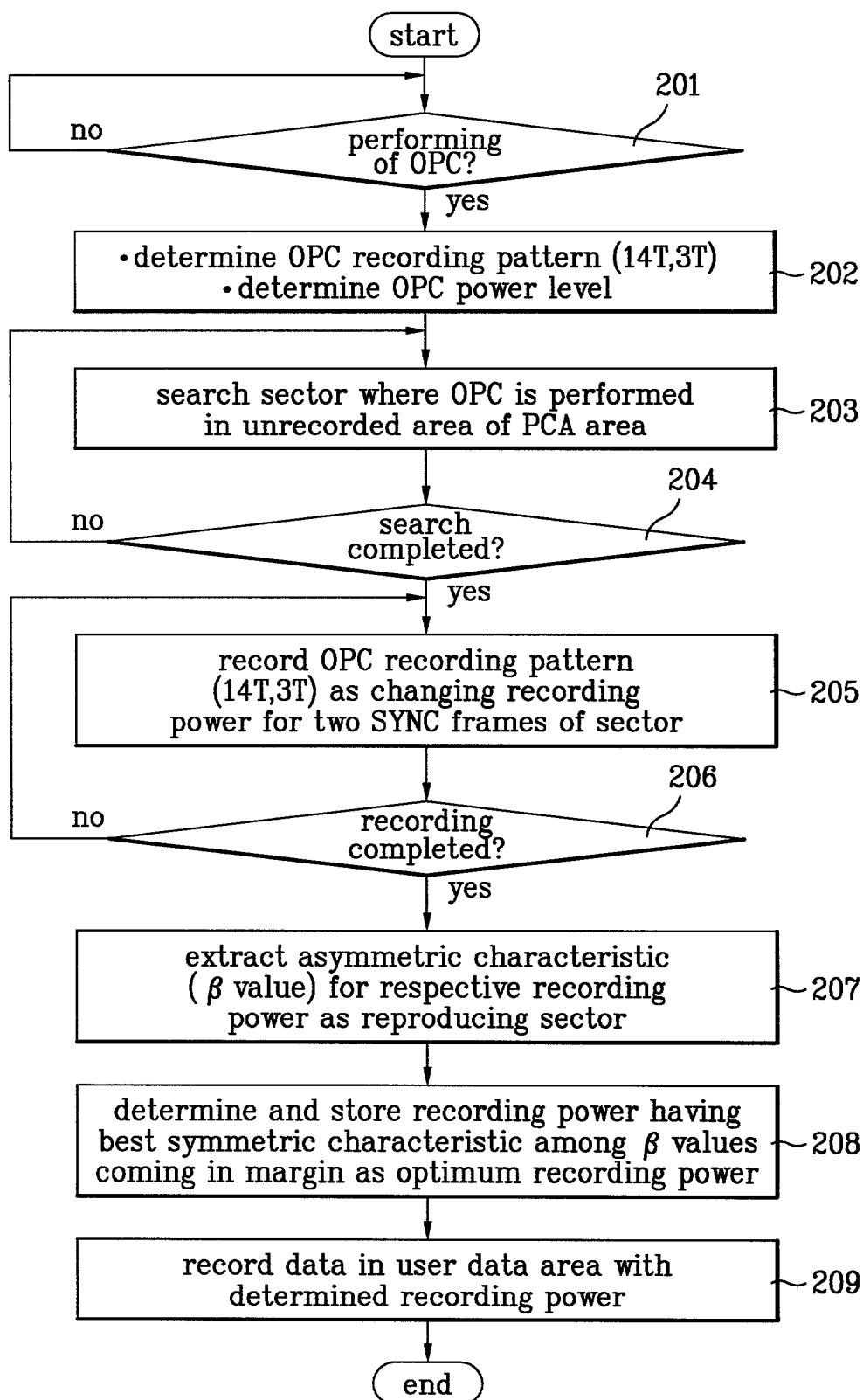


FIG. 10A

(In case of even position)					(39-bit LPP data for physical sector)				
0	1	2	3	4	...	23	24	25	0

FIG. 10B



FIG. 10C

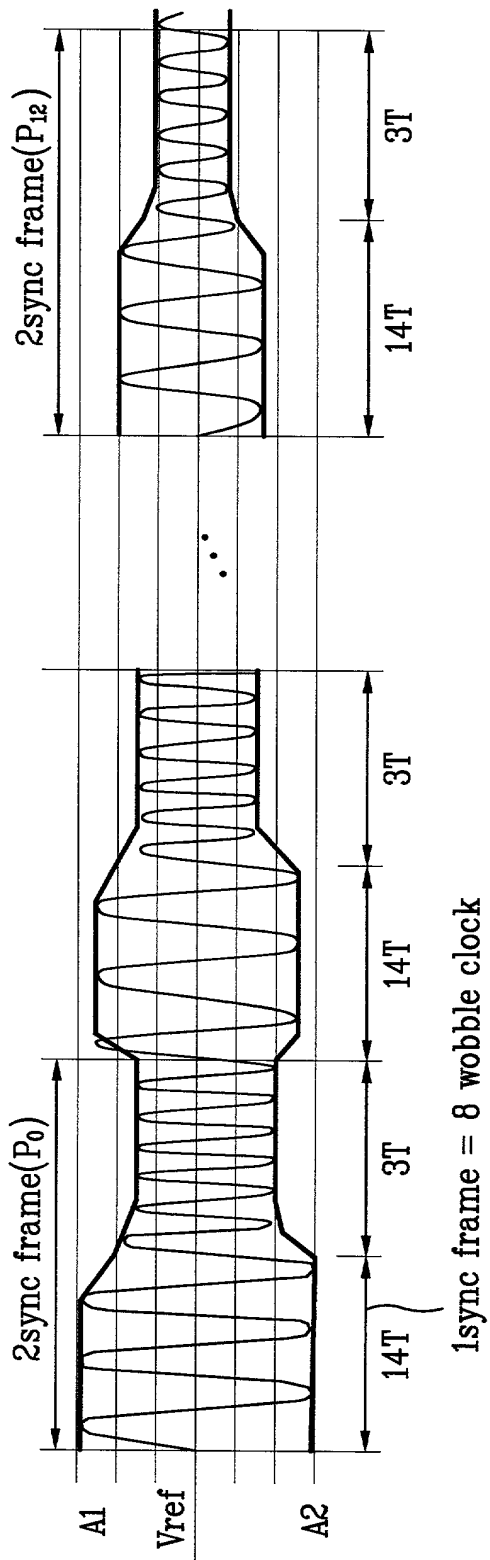
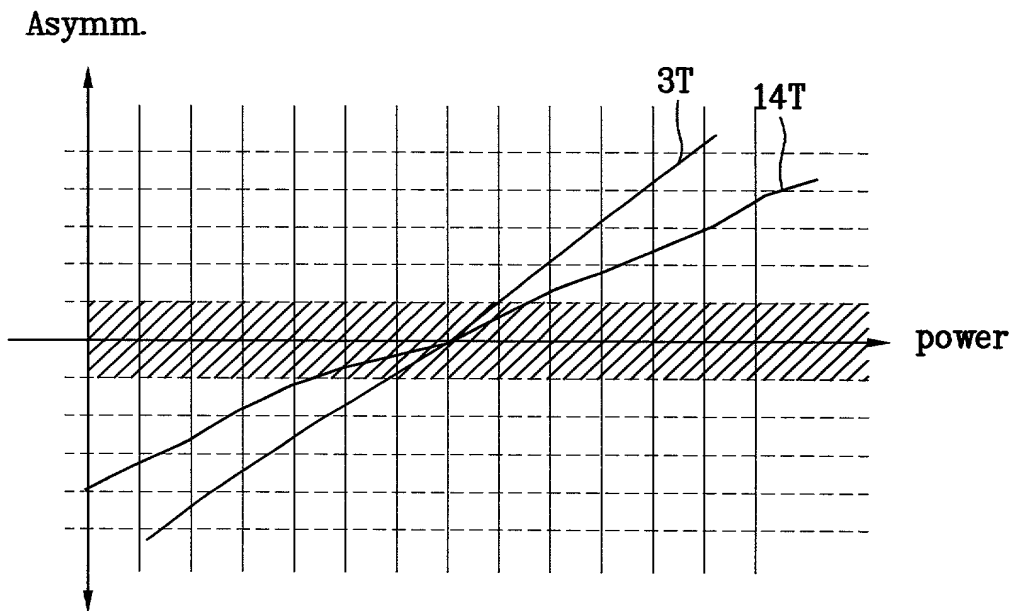


FIG. 10D



$$\text{Beta} = \frac{(A1 - V_{\text{ref}}) - (V_{\text{ref}} - A2)}{(A1 - A2)}$$

$$= \frac{(A1 + A2 - 2V_{\text{ref}})}{(A1 - A2)}$$

FIG. 11

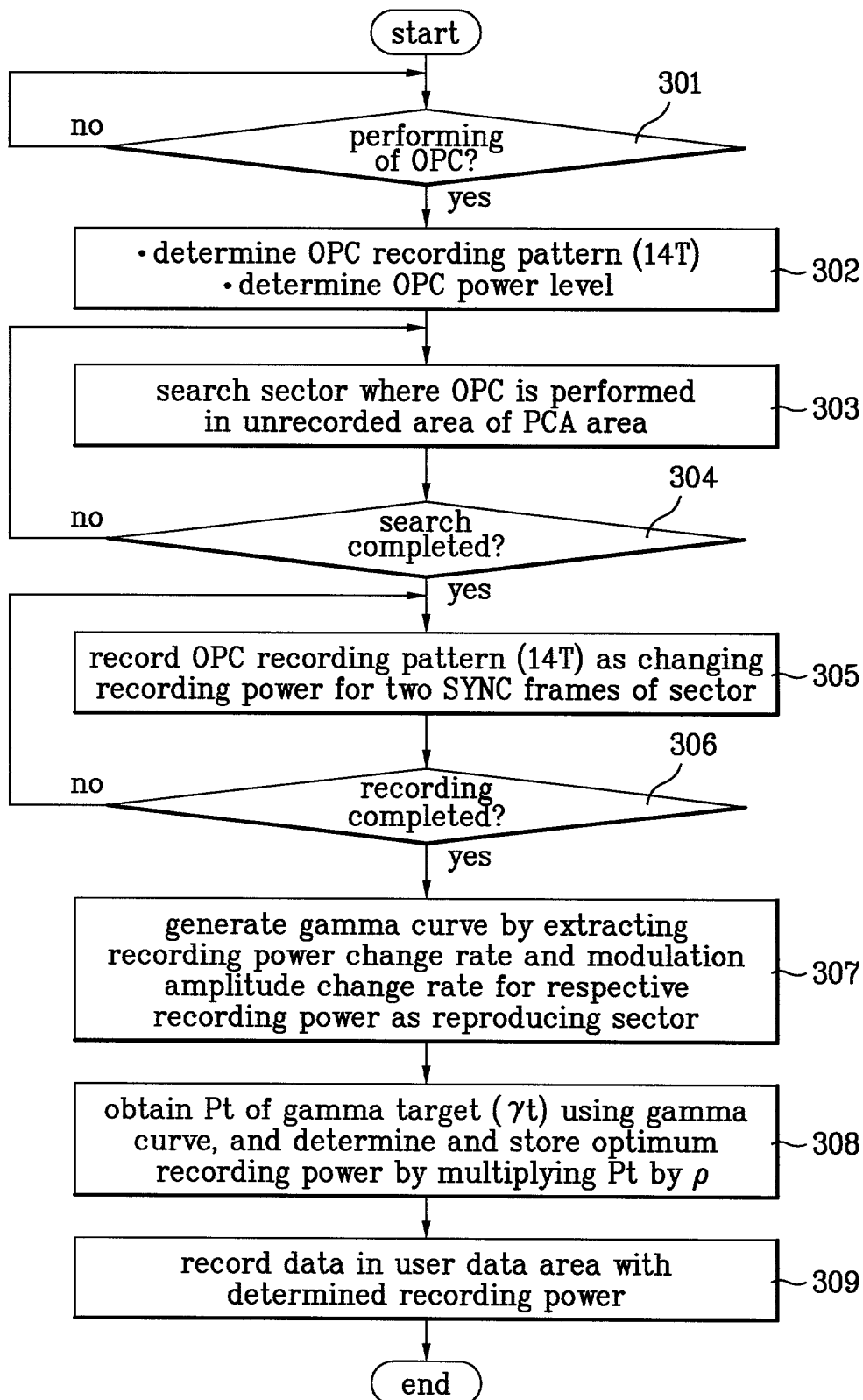


FIG. 12A

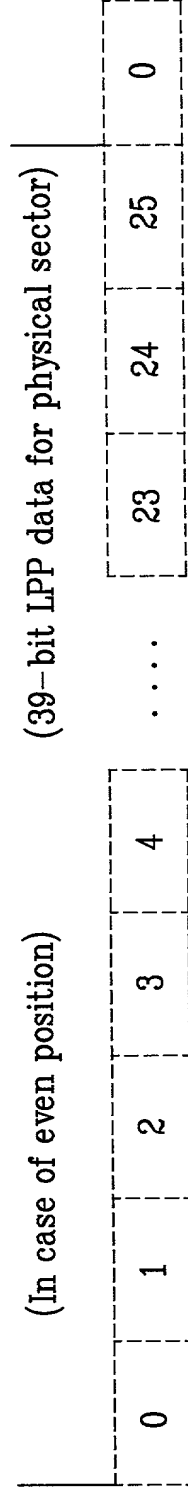
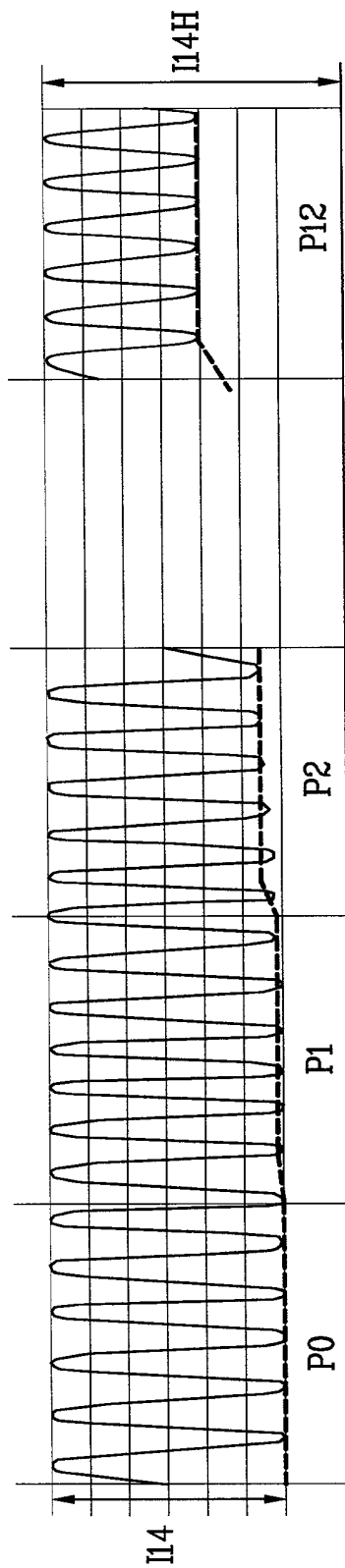


FIG. 12B



FIG. 12C



$$m = \frac{I_{14}}{I_{14H}}$$

FIG. 12D

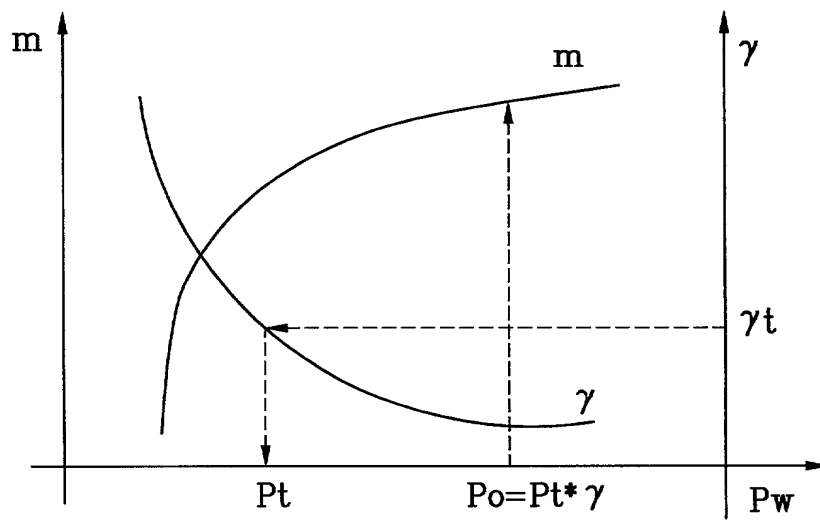


FIG. 13

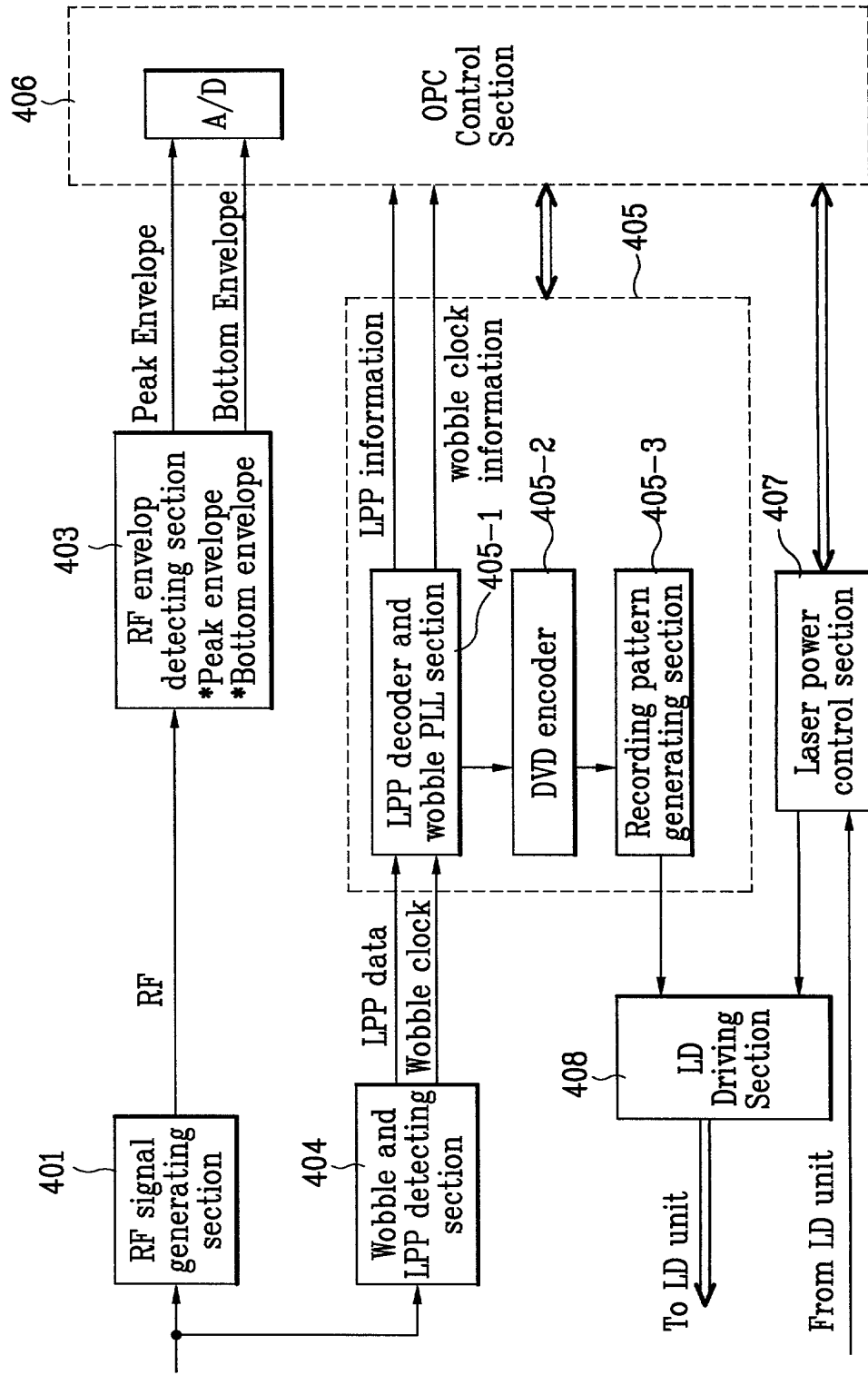


FIG. 14

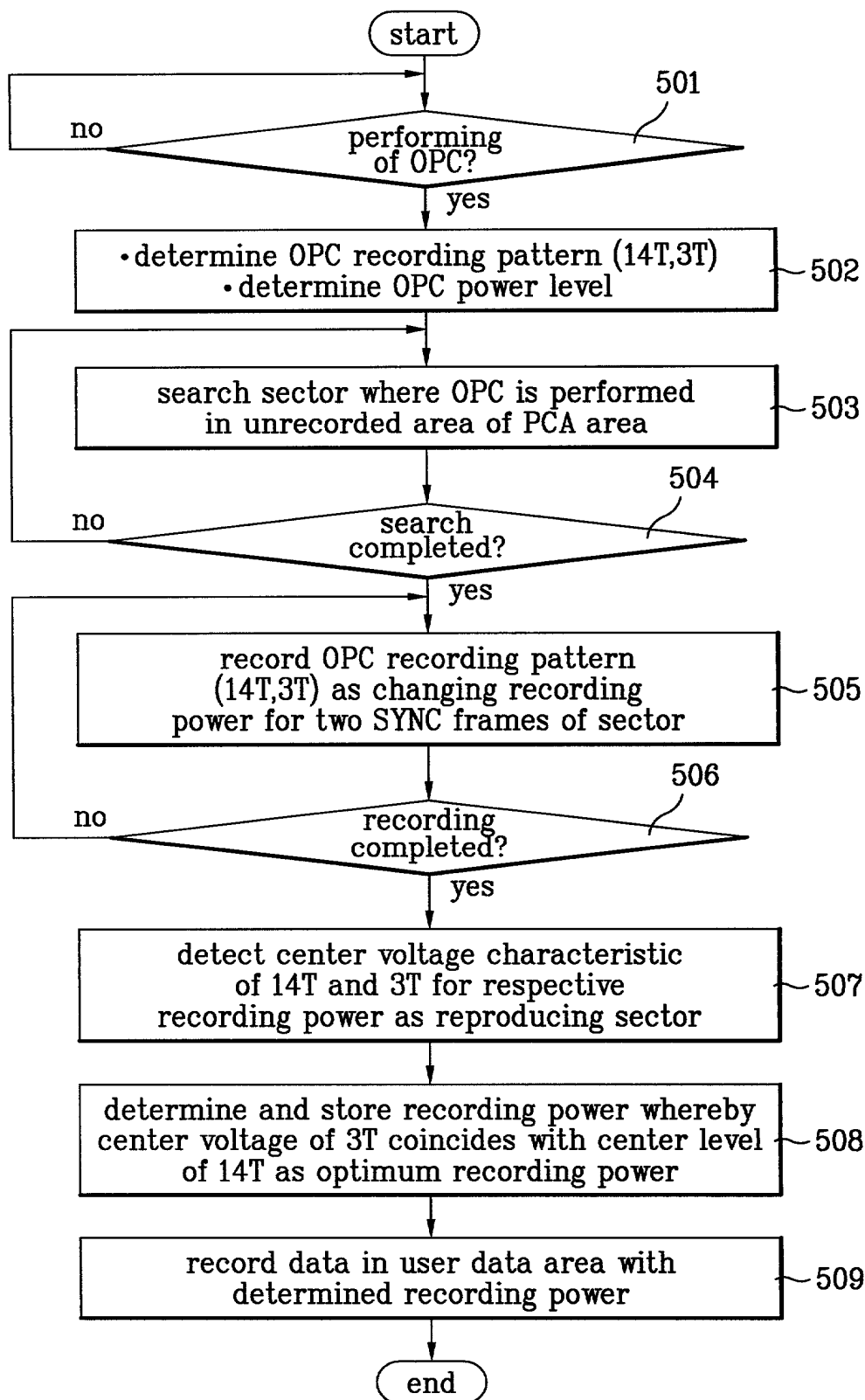


FIG. 15A

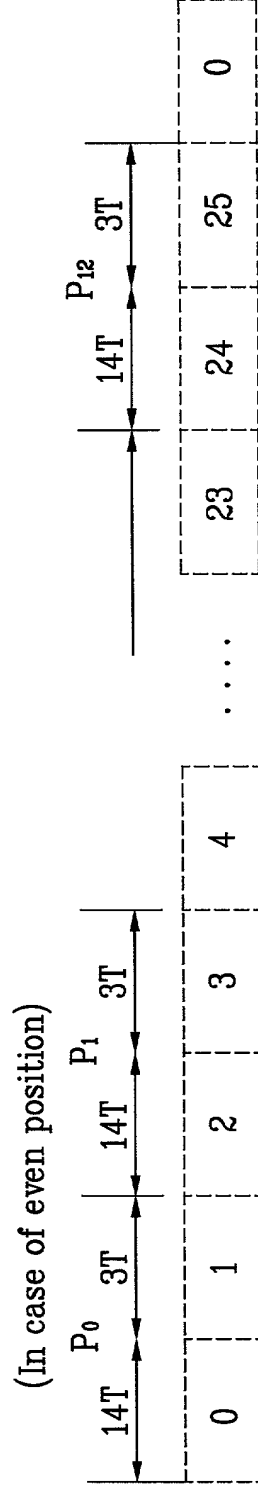


FIG. 15B

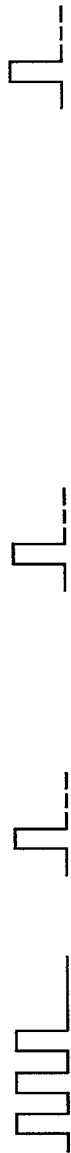


FIG. 15C

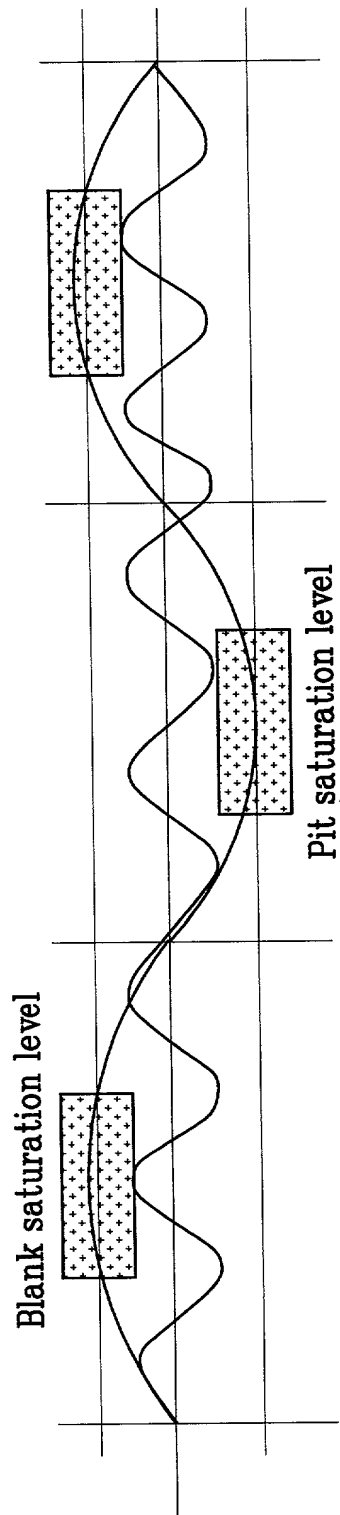


FIG. 15D

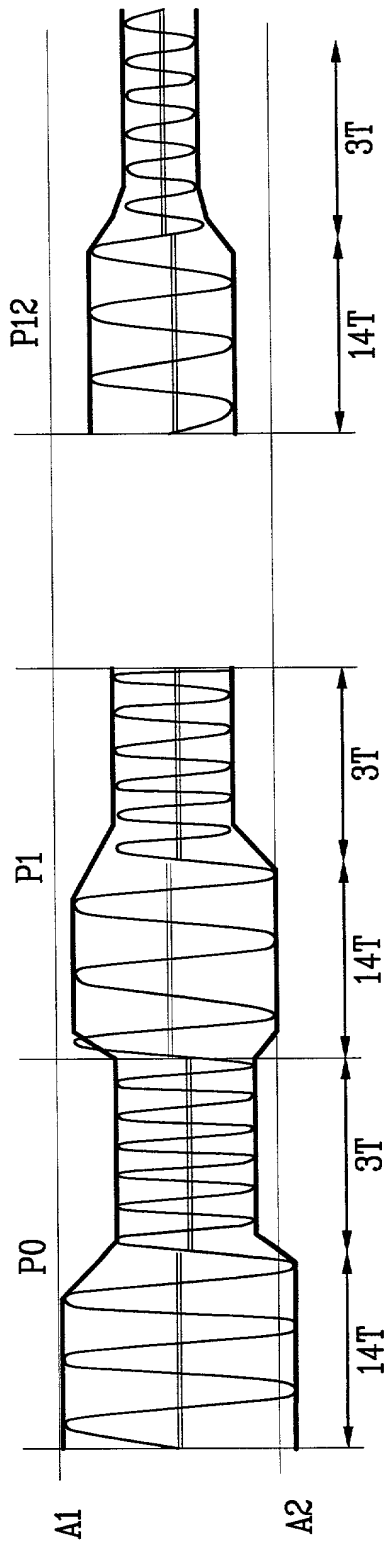


FIG. 15E

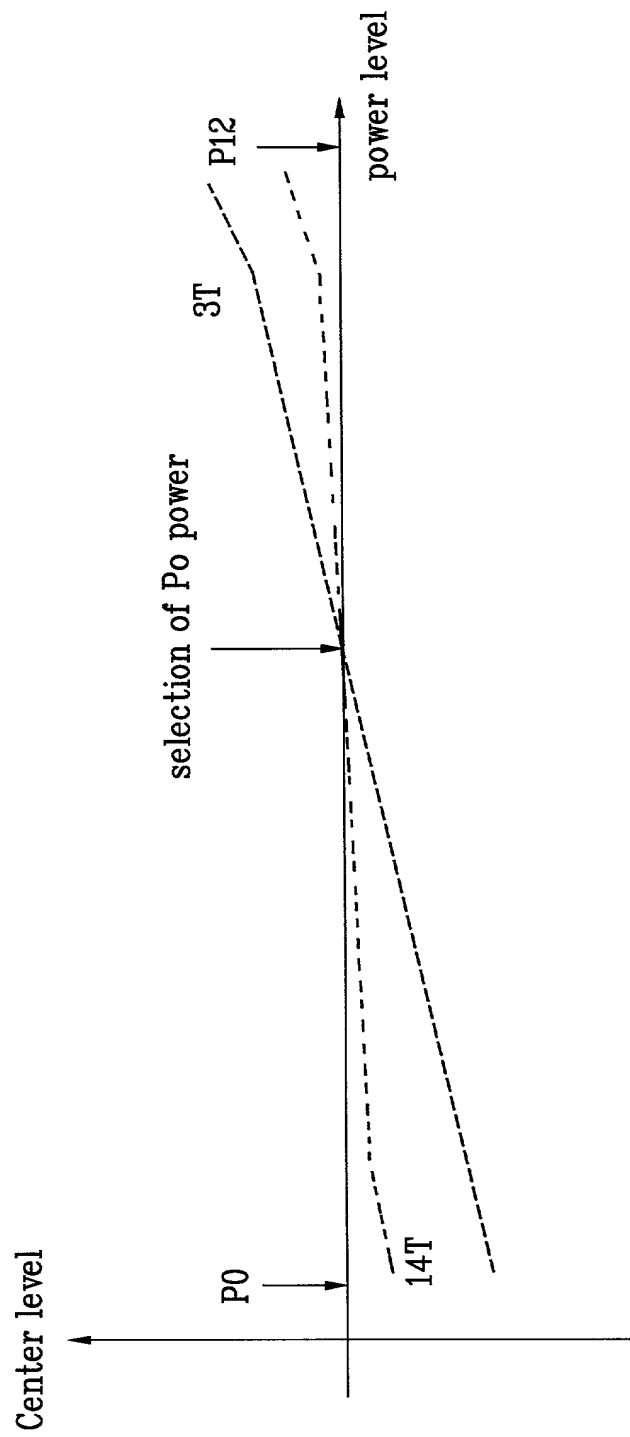


FIG. 16

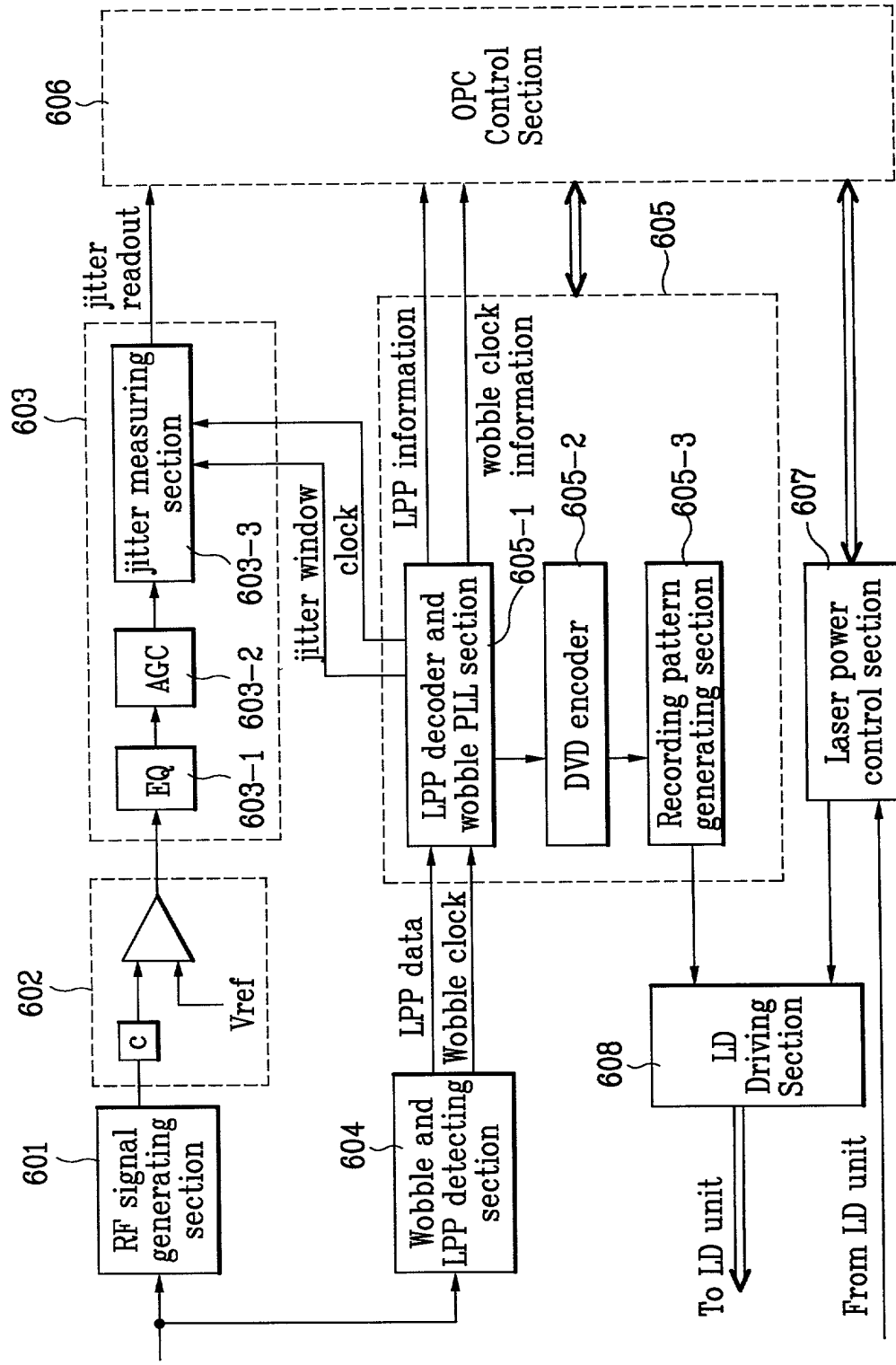


FIG. 17

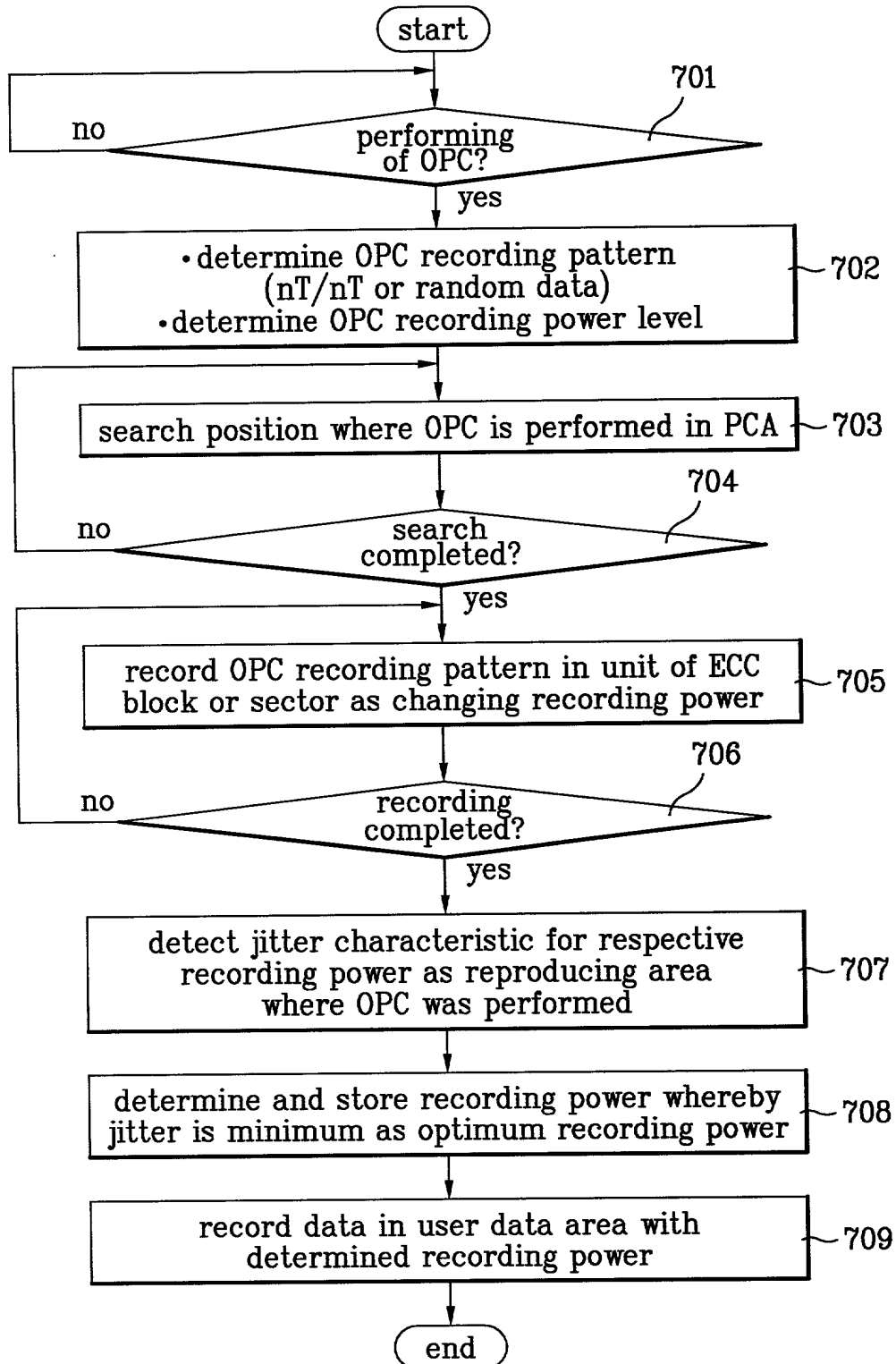


FIG. 18A

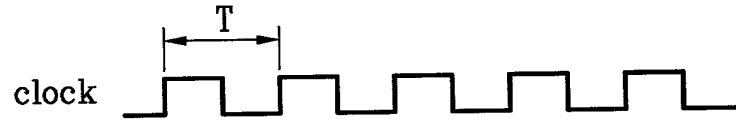


FIG. 18B

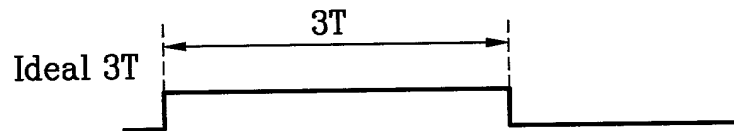
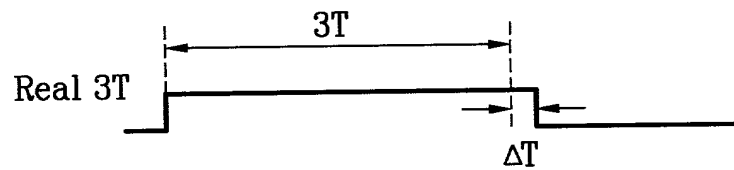


FIG. 18C



$$\sigma = \frac{\sqrt{\sum (3T - (3T + \Delta T))^2}}{N}$$

$$\text{Jitter}(\%) = \frac{\sigma}{T} \times 100$$

FIG. 19A

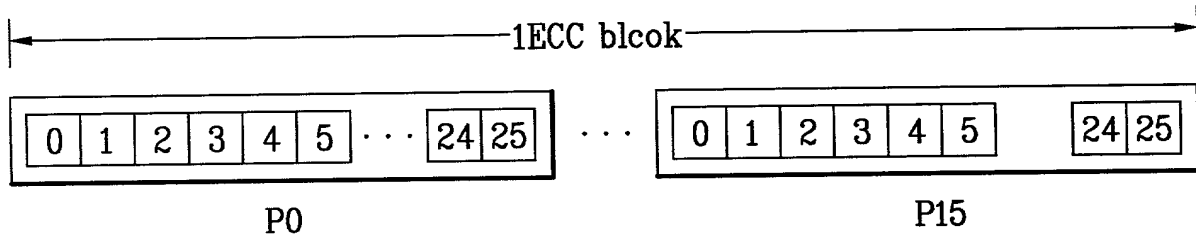


FIG. 19B

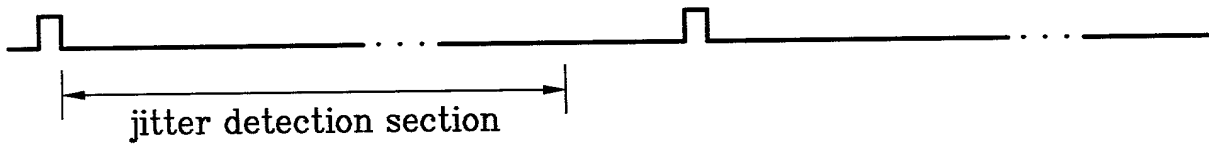


FIG. 19C

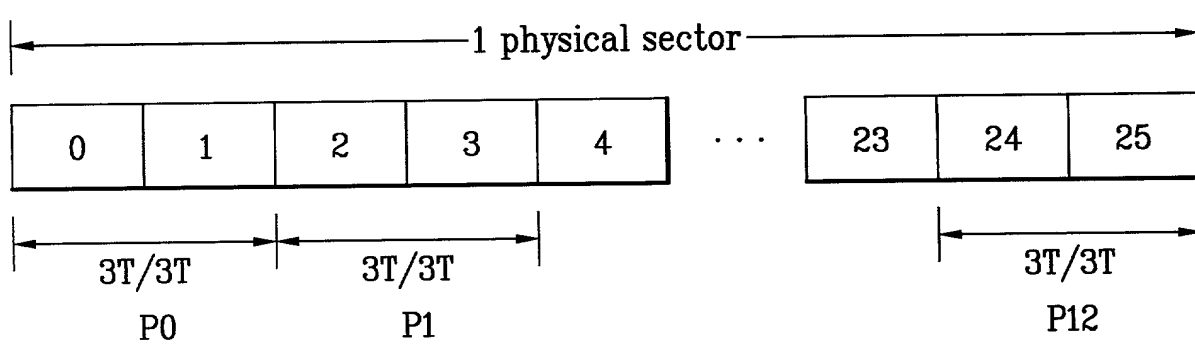


FIG. 19D

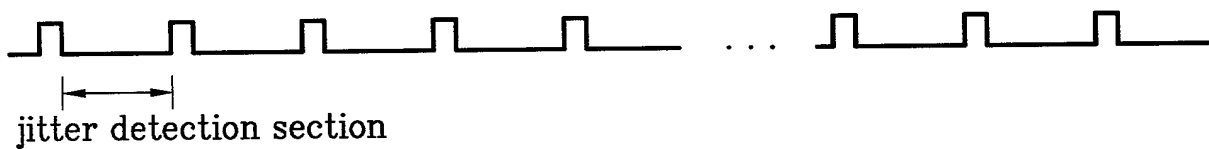


FIG. 20A

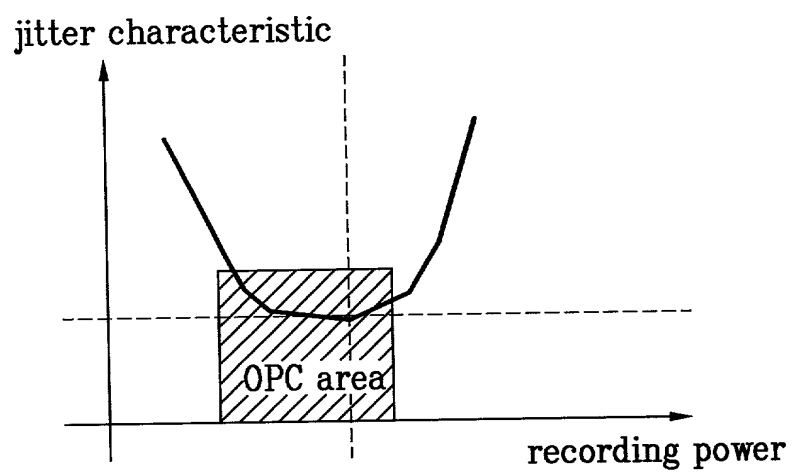


FIG. 20B

